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Entry 19 of 22

File: EPAB

Jun 23, 1998

PUB-NO: US005769718A

DOCUMENT-IDENTIFIER: US 5769718 A

TITLE: Video game apparatus and medium readable by a computer stored with video game program

PUBN-DATE: June 23, 1998

INVENTOR-INFORMATION:

NAME COUNTRY  
RIEDER, WILLIAM R US

APPL-NO: US64841896

APPL-DATE: May 15, 1996

PRIORITY-DATA: US64841896A (May 15, 1996)

INT-CL (IPC): G09 G 3/00

## ABSTRACT:

A game executing unit 31 instructs a player character's image data generating unit 32 to display a display position of a player character. A background's image data generating unit 37 generates background's image data for displaying a background's image of a game space consisting of a floor and walls as a bird's-eye view. A player character's position specifying unit 34 checks whether the display position of the player character is hidden behind the wall or the floor in the background's image of the game space. An image synthesizing unit 38 synthesizes the image data of the player character with the background image of the game space. When the player character position specifying unit 34 determines that the display position of the player character is hidden behind the wall or the floor, the image synthesizing unit 38 modifies the image data so that the wall or the floor concealing the player character is made semitransparent and the rear thereof is displayed.

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## Document Number 1

Entry 1 of 4

File: EPAB

Jun 23, 1998

DOCUMENT-IDENTIFIER: US 5769718 A

TITLE: Video game apparatus and medium readable by a computer stored with video game program

### FPAR:

A game executing unit 31 instructs a player character's image data generating unit 32 to display a display position of a player character. A background's image data generating unit 37 generates background's image data for displaying a background's image of a game space consisting of a floor and walls as a bird's-eye view: A player character's position specifying unit 34 checks whether the display position of the player character is hidden behind the wall or the floor in the background's image of the game space. An image synthesizing unit 38 synthesizes the image data of the player character with the background image of the game space. When the player character position specifying unit 34 determines that the display position of the player character is hidden behind the wall or the floor, the image synthesizing unit 38 modifies the image data so that the wall or the floor concealing the player character is made semitransparent and the rear thereof is displayed.

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79069 OBSTRUCT?
23891 OBSCURE?
46513 HID?
814309 WALL#
33178 OBSTACLE#
L4          32 DISPLAY? (10A) ((OBSTRUCT? OR OBSCURE? OR HID?) (5A) (WALL#
OR
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